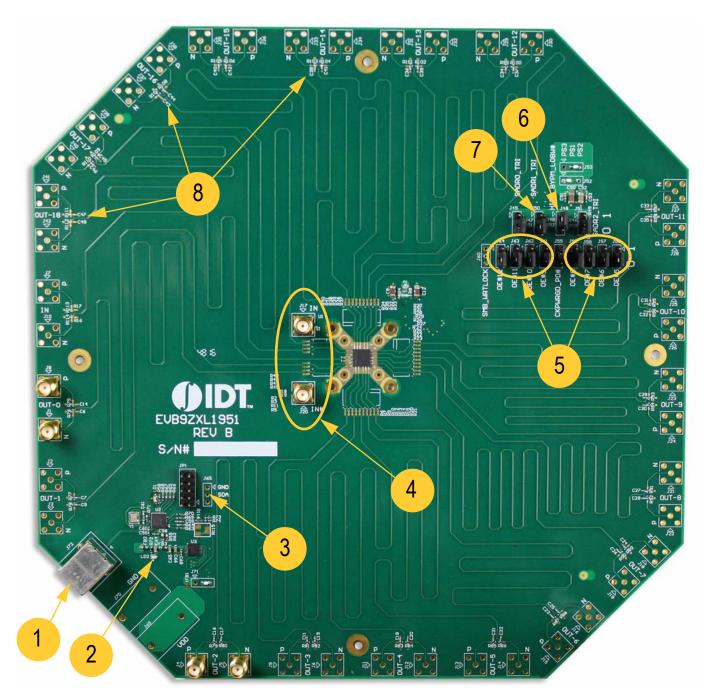
## Introduction

The evaluation board is designed to help the customer evaluate the 9ZXL1951D. The device is programmable through an SMBus interface. This user guide details the board set and connection, as well as the companion GUI installation for communicating to the device. The board has a self-contained USB to SMBus interface.

## **Board Overview**

Use Figure 1 and Table 1 to identify: USB connector, input and output frequency SMA connectors.

### Figure 1. Evaluation Board Overview



Label Number	Name	On-board Connector Label		Function					
1	USB Interface	J72	Used for power-up of the device and connection with a PC, and for interaction with the IDT PCIe GUI. On-board USB to SMBus connection.						
2	Power LED	LD2	Power from USB con	nector.					
3	SMBus Header	J1	External SMBus connection.						
4	Input Clock	J20, J17	Input clock SMA conr	nector.					
5	Jumper Setting	J64, J63, J62, J61 J59,J58, J57, J56	Output Enable for: OUT12, OUT11, OUT	-10, OUT9, OUT8, OL	JT7, OUT6, OUT5.				
6	PLL Operation	J48	<ul><li>PLL Bypass mode:</li><li>PLL Low Bandwidth</li></ul>	h mode: Connect J48 Remove jumper in J4 n mode: Connect J48 tting needs to power-c	8.				
7	Address Select	J49, J50	SMB_A1 0 0 0 M M M 1 1 1	SMB_A0 0 M 1 0 M 1 0 M 1 0 M	SMB_Addr 0xD8 0xDA 0xDE 0xC2 0xC4 0xC6 0xCA 0xCC 0xCC 0xCE				
8	Output Ports	J1 to J42	HCSL clock output.						

#### Table 1. Evaluation Board Pins and Functions

### **Board Power Supply**

By default, the board is set to be used with the USB power supply.

### **USB Power Supply**

When the board is connected to a PC through a USB cable, the on-board voltage regulators will generate 3.3V for the device.

### **Connecting the Board**

The board is connected to a PC through a USB connector for configuring and programming the device. The USB interface also provides a +5V power supply to the board, from which on-board voltage regulators generate various voltages for the core as well as for each output. The LD2 power LED will light up to indicate a successful connection.

## **PCIe GUI Installation Setup**

Download the PCIe GUI software. The drivers should automatically install. If they do not, follow the instructions below.

First, the GUI requires a driver for the FTDI IC to interface between the USB and SMBus interfaces.

- 1. Unzip the files from the PCIe GUI archive on your PC.
- 2. Extract the FTDI windows driver from the PCIe GUI archive or go to the FTDI website to download the latest driver and install on your computer (see Figure 2).

Note: For non-Windows operating systems, download the respective driver from the FTDI website.

#### Figure 2. FTDI Currently Supported D2XX Drivers

				Р	rocessor Architecture				
Operating System	Release Date	x86 (32-bit)	x64 (64-bit)	PPC	ARM	MIPSII	MIPSIV	SH4	Comments
Windows*	2014-09-29	Available as <u>executal</u> Contac <u>support1@ftdia</u> if looking to cusomised	<u>ble</u> ct chip.com create	-	-	-	-	-	2.12.00 WHQL Certified Available as setup executable <u>Release Notes</u>
Windows RT	2014-07-04	<u>1.0.2</u>	-	-	<u>1.0.2</u>	-	-	-	A guide to support the driver (AN_271) is available here
Linux	2012-06-29	1.1.12	1.1.12	-	1.1.12 Suitable for Raspberry Pi	-	-	-	ReadMe
Mac OS X	2012-10-30	1.2.2	1.2.2	1.2.2	-	-	-	-	Requires Mac OS X 10.4 (Tiger) or later ReadMe
Windows CE 4.2-5.2**	2014-22-04	1.0.1.10	-	-	1.0.1.10	1.0.1.6	1.0.1.6	1.0.1.6	
Windows CE 6.0/7.0	2014-22-04	1.0.1.10 CE 6.0 CAT CE 7.0 CAT	-	-	1.0.1.10 CE 6.0 CAT CE 7.0 CAT	1.0.1.6	1.0.1.6	1.0.1.6	For use of the CAT files supplied for ARM and x86 builds refer to <u>AN_319</u>

3. Double click the executable file to install the driver (see Figure 3).

#### Figure 3. FTDI CDM Drivers Executable File Window

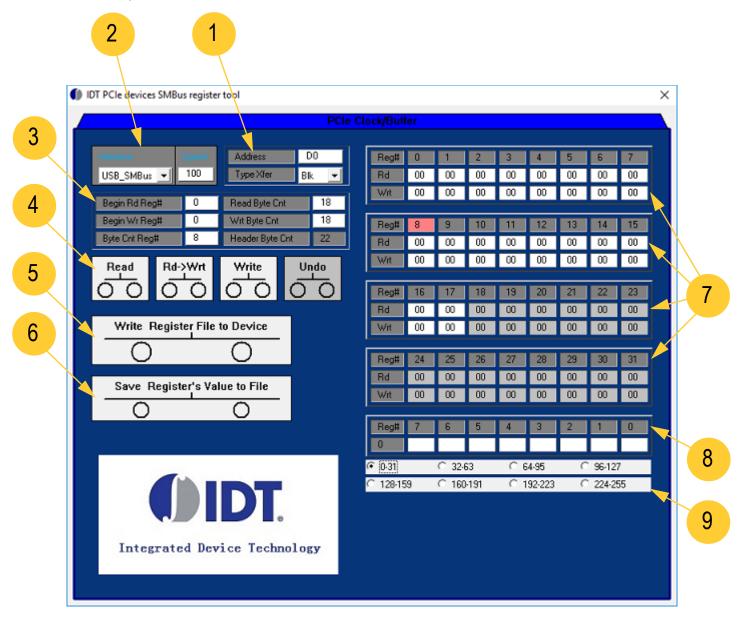


4. Connect the 9ZXL1951D board to the computer using the supplied USB cable. Double-click on the application file *ClockCtl.exe* to start the PCIe GUI support application. The PCIe Clock/Buffer GUI main window appears (see Figure 4). If no board is connected, the following message will appear:



#### Figure 4. PCIe Clock/Buffer GUI Main Window

See Table 2 for descriptions.



Label #	Name	Description
1	Slave Address/TypeXfer	The address is 7-bit slave address combined with "0" in LSB. For example, if the slave address is 1101000, "D0" should be filled.
2	SMBus Interface	Only USB to SMBus is available. The SMBus speed (in kHz) can be changed. Note that the speed of SMBus is from 10kHz to 100kHz.
3	Begin Reg# and Byte Count	<ul> <li>Begin Rd Reg# is the begin register address of a read operation.</li> <li>Read Byte Cnt is the byte count of a read operation.</li> <li>Begin Wr Reg# is the begin register address of a write operation.</li> <li>Wrt Byte Cnt is the byte count of a write operation.</li> <li>Begin Rd Reg# 0 Read Byte Cnt 18</li> <li>Begin Wr Reg# 0 Wrt Byte Cnt 18</li> <li>Byte Cnt Reg# 8 Header Byte Cnt 22</li> </ul>

Label #	Name	Description
Label #	Name Register Operations	Description         • Read operation         Clicking the Read button initiates a read. If a chipset is used for reading, the byte count is determined by the value in the device byte count register. The byte count cannot be larger than 32 dec. Non-read locations in the read grid will be grayed out.         Image: Clicking the Read button initiates a read. If a chipset is used for reading, the byte count is determined by the value in the device byte count register. The byte count cannot be larger than 32 dec. Non-read locations in the read grid will be grayed out.         Image: Read Operation         Clicking the Rd>Wrt operation         Clicking the Rd>Wrt button copies all of the read cells to the write cell contents.         Image: Read Operation         Write operation         Write operation         Write button operation. If the chipset is used for writing, the byte count is controlled by the value in the GUI panel byte count register. Registers that will not be written because of the starting location setting and byte count will be grayed out.         The hex values for data to be written will be in a cell with a white background.         Image: Operation         Reverts back to the last performed operation.         Image: Operation

### Table 2. PCIe Clock/Buffer GUI Main Window Label Descriptions (Cont.)

### Table 2. PCIe Clock/Buffer GUI Main Window Label Descriptions (Cont.)

Label #	Name	Description
Label #	Name Write Register File to Device	Clicking the "Write Register File to Device" button writes the register from file. A pop-up a window appears allowing the selection of the file path and the file name. Once selected, click "Open". The GUI will read all the register's value from the file and then download to the device.
		Image: Computer Service       Image: Computer Service

abel #	Name	Description
6	Save Register's Value to File	Clicking the "Save Registers Value to File" button saves the registers to the file, A pop-up window is displayed. Select the file path and enter a file name, then click "Save". The GUI will dump all the register's value then save to the file.
		Save Register's Value to File
		IDT PCIe devices SMBus register tool
		Address         D2         Regit         0         1         2         3         4         5         6         7           USB_SMBus         Image: TypeXfer         Bik         Image: TypeXfer         Bik         Image: TypeXfer         Bit         Image: TypeXfer         TypeXfer <t< td=""></t<>
		Begin W/F       Look in:       PCle GUI          ←
		Write         Desktop         00         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0
		Save Computer
		File name:      Open     24-25       Files of type:     Registers Files("bd)      Cancel       Integrated Device Technology
7	Register Value Field	The hexadecimal <i>read</i> information appears as a grayed background, meaning that it cannot be altered. Hexadecimal <i>write</i> information appears on a white background.
		Reg#         0         1         2         3         4         5         6         7           Rd         00         00         00         00         00         00         00
		Wrt 00 00 00 00 00 00 00 00
8	Binary Display Table	Clicking on a <i>Reg#</i> or <i>Rd</i> window displays the binary decode of the hex value. This may be used for entering binary data instead of hexadecimal data.
		entering binary data instead of nexadecimal data.

### Table 2. PCIe Clock/Buffer GUI Main Window Label Descriptions (Cont.)

### Table 2. PCIe Clock/Buffer GUI Main Window Label Descriptions (Cont.)

Label #	Name	Description									
9	Byte Count Range Switch	A 32-byte value coincides with t		splay. If the byte o	count exceeds 32, se	elect the radio button that					
		O-31	O 32-63	O 64-95	O 96-127						
		C 128-159	C 160-191	C 192-223	C 224-255						

### **Read/Write Operations**

#### Read

Pressing the read button initiates a read. If a chip set is used for reading, the byte count is determined by the value in the device byte count register. The byte count cannot be larger than 32 dec. Non-read locations in the read grid will be grayed out.

#### Rd->Wrt

Pressing the Rd->Wrt button will copies all of the read cells to the write cell contents.

#### Write

Write button operation. If the chip set is used for writing, the byte count is controlled by the value in the GUI panel byte count register. Registers that will not be written because of the starting location setting and byte count will be grayed out.

The hex values for data to be written will be in a cell with a white background.

### **Read/Write from File**

To Write register from file, click the "Write Register File to Device" button. A pop-up window is displayed (see Figure 5). Select the file path and enter a file name, then click "Open". The GUI will read all register's value from the file, then download to the device.

#### Figure 5. Load Register Value from File Pop-up Window

Bee Look in: Je PCle GUI ← È I I III · · · · · · · · · · · · · · ·	00 00 00 00 13 14 00 00
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R Recent Places No items match your search.	00 00
R Recent Places	00 00
	00 00
	21 22
Desktop	00 00
	00 00
Libraries	29 30
	00 00
Computer	00 00
Network	2 1
۰ <u>۱۱</u>	
	C 96-1
File name: Open	C 224-

Clicking the "Save Registers Value to File" button saves the registers to a file. A pop-up window is displayed (see Figure 6). Select the file path and enter a file name, then click "Save". The GUI will dump all register's value then save to the file.

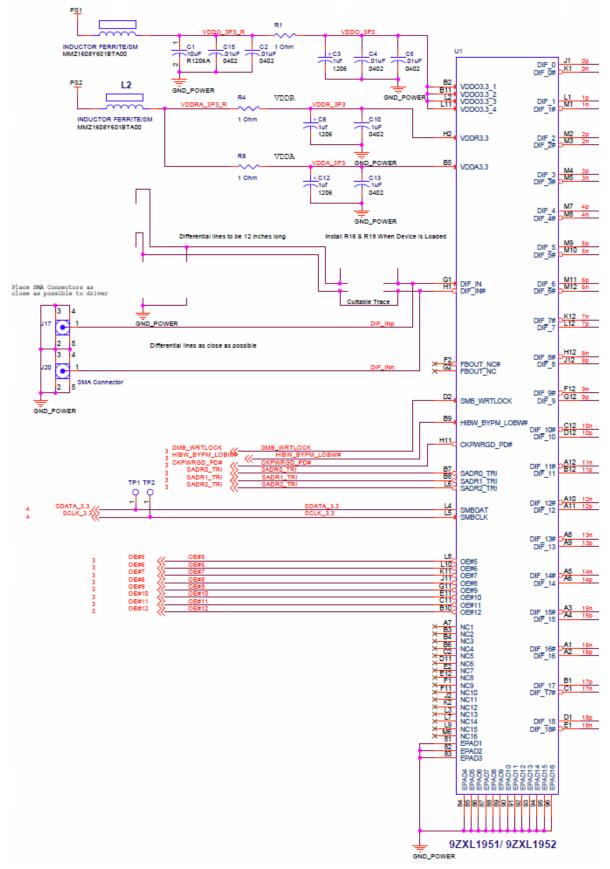
Note: LED LD1 will light up on every SDATA operation.

### Figure 6. Write Register Value from File Pop-up Window

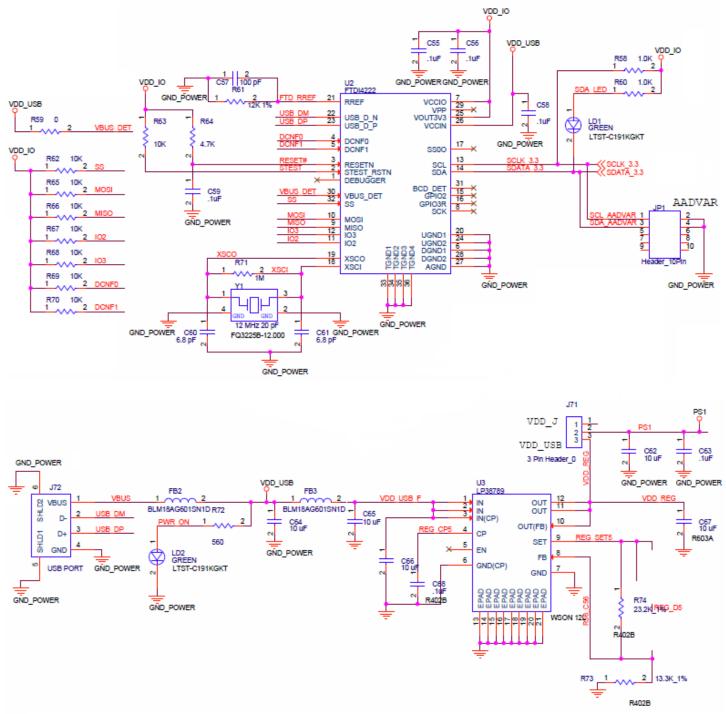
USB_SMBus         I         Type Xier         Bik         I         Rd         00	6 1 00 1 00 1	00 0					1	U	Heg#		02			
Begn Rd R Begn VVIR Byte Crit Re Cook in: PCIe GUI	00		00	JU			00	00	Dut		04			0140
Begin Wir R       Look in:       PCle GUI <ul> <li></li></ul>						00	00	00	на	-	BIK	and the second second second		
Byte Chilfred     Name     Date modified     Type       Read     Image: Chilfred transmitter of the second se	14				de m	~ .	1.12							HdH
Read     No items match your search.       Write     Destop       Ubraries     Ubraries	And and a design of the local division of th			•			4	-				PCle GUI	Look in:	
Read     Record Places       O     Destop       Write     Image: Second Places       O     Destop	00	pe C	Тур	d	lified					-		Name	Ca	Cnt Re
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## **Schematics**

#### Figure 7. 9ZXL1951D Connections









# **Ordering Information**

Orderable Part Number	Description
EVK9ZXL1951D	9ZXL1951D Evaluation Kit

## **Revision History**

Revision Date	Description of Change
March 23, 2018	Initial release.

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